

	<b>L #</b>	<b>Hit</b>	<b>Search T xt</b>	<b>DB</b>
<b>1</b>	<b>L1</b>	<b>1937</b>	<b>(361/749,750,751,777,778,780,794).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>2430</b>	<b>(174/255,261).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>3</b>	<b>L3</b>	<b>1236</b>	<b>(439/67,77,941).ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>4</b>	<b>L4</b>	<b>4895</b>	<b>1 2 3</b>	<b>USP AT; US-P GPU B</b>
<b>5</b>	<b>L5</b>	<b>98</b>	<b>4 and @pd&gt;=20030514</b>	<b>USP AT; US-P GPU B</b>
<b>6</b>	<b>L6</b>	<b>92</b>	<b>5 and (ground\$3 earth\$3 reference noise cross\$1talk)</b>	<b>USP AT; US-P GPU B</b>
<b>7</b>	<b>L7</b>	<b>9</b>	<b>5 and ultrasonic\$4</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hit</b>	<b>Search Text</b>	<b>DB</b>
<b>8</b>	<b>L8</b>	<b>6</b>	<b>5 not 6</b>	<b>USP AT; US-P GPU B</b>
<b>9</b>	<b>L9</b>	<b>734</b>	<b>174/254.ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>10</b>	<b>L10</b>	<b>291</b>	<b>9 and (connector\$1 mutliplexer\$1 switch\$3)</b>	<b>USP AT; US-P GPU B</b>
<b>11</b>	<b>L11</b>	<b>290</b>	<b>10 not 5</b>	<b>USP AT; US-P GPU B</b>
<b>12</b>	<b>L12</b>	<b>240</b>	<b>11 and (ground\$3 earth\$3 reference noise cross\$1talk)</b>	<b>USP AT; US-P GPU B</b>
<b>13</b>	<b>L13</b>	<b>319</b>	<b>439/493.ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>14</b>	<b>L14</b>	<b>90</b>	<b>13 and ((ground\$3 earth\$3 noise cross\$1talk) (reference adj (plane\$1 layer\$1)))</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hit</b>	<b>S arch Text</b>	<b>DB</b>
<b>15</b>	<b>L15</b>	<b>87</b>	<b>14 not (5 12)</b>	<b>USP AT; US-P GPU B</b>

	<b>L #</b>	<b>Hit</b>	<b>S ar h T xt</b>	<b>DBs</b>
<b>1</b>	<b>L1</b>	<b>63</b>	<b>361/781.ccls.</b>	<b>USP AT; US-P GPU B</b>
<b>2</b>	<b>L2</b>	<b>15</b>	<b>1 and ((ground\$3 earth\$3 noise cross\$1talk) (reference adj (plane\$1 layer\$1)))</b>	<b>USP AT; US-P GPU B</b>